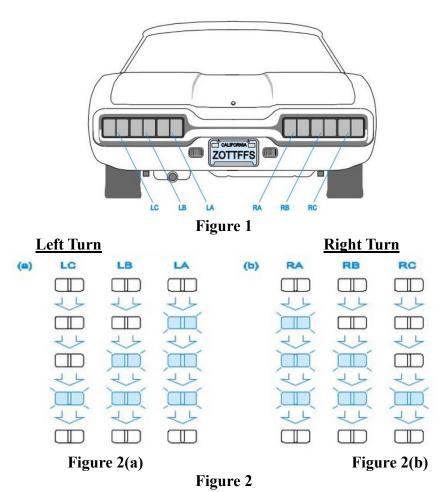
# Light Control Circuit Design with Clock Division

Sl No	Name	ID No
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Problem Statement: Design a state machine to control the tail lights of a 1965 Ford Thunder bird (Figure 1). The tail lights are composed of three lights on each side which operate for the turns as shown in figure 2. The state machine has two inputs (LEFT, RIGHT) and 6 outputs (LC, LB, LA, RA, RB and RC). When (RIGHT=0 and LEFT=0) or when (RIGHT=1 and LEFT=1) no lights will turn ON. If (RIGHT=0 and LEFT=1) then lights LC, LB, and LA will be ON as shown in figure 2(a) indicating LEFT turn. If (RIGHT=1 and LEFT=0) then lights RA, RB, and RC will be ON as shown in figure 2(b) indicating RIGHT turn. In addition to LEFT and RIGHT there are two more inputs Clk and Reset for normal operation of FSM. When Reset is enabled all lights will be OFF. The flashing rate of LEDs is 2Hz (or 4Hz) (i.e. the time between two successive states is 0.5s (or 0.25s)).

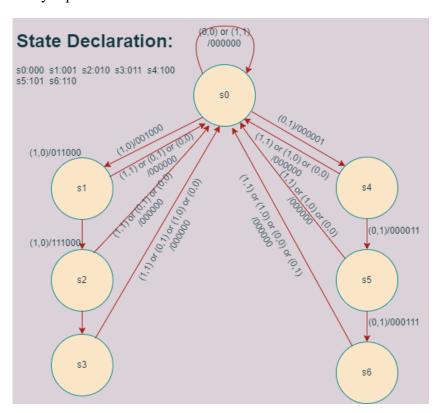


(Please refer to the file named "Vivado\_Design\_Flow\_All\_Steps.pdf" for a review of all the steps in the design flow)

1. Question: Draw the FSM (can be an image) with proper description.

Answer:

Mealy representation of FSM



2. Create a Vivado Project and write Verilog code (Car\_FSM.v with comments) for implementing the above FSM.

**Question:** Paste the image of verilog code Car\_FSM.v.

### Answer:

```
1 'timescale lns / lps
3   module Car_FSM(
4
5 input clk,
6 input reset,
7 input left,
8 input right,
9 | output reg [2:0] 1,
10 output reg [2:0] r
11
     );
12
13 //clock divisions for 1 MHz / 2^27 = 2-4 Hz
   reg [26:0] clk div;
15 always@(posedge clk, negedge reset)
16 □ begin
17 (reset==1)
18 | clk div=0;
19 else
20 clk_div=clk_div+1;
21 🗀 end
22
23 //present and next states
   reg [2:0] ps, ns;
25 !
26 : //states of the fsm
27 parameter s0 = 3'b000,s1 = 3'b001,s2 = 3'b010,s3 = 3'b011,s4 = 3'b100,s5 = 3'b101,s6 = 3'b110;
28
29 always @(posedge clk_div[26], negedge reset)
30 🖯 begin
31 🖨
       if (reset ==1)
      ps=s0;
32 !
33
       else
     ps <= ns;
34 🖨
35 🗀
      end
36
37 ; //following the flow model of the fsm
38 🖨 always @(ps, left, right)
39 🖯
     begin
40 🖨
      case (ps)
     s0 : begin
41 🖨
```

```
40 🖨
        case (ps)
41 🖯
           s0 : begin
42 🖨
               if (left==0 && right==1)
43
                ns = s1;
44 🖨
                else if (left==1 && right==0)
45
               ns = s4;
46
                else
47 🖨
               ns = s0;
48 🖨
                end
49 🖨
            sl : begin
50 Ö
               if (left==0 && right==1)
51
               ns = s2;
52
               else
53 🗀
               ns = s0;
54 🖨
               end
55 🖯
            s2 : begin
56 🖨
              if (left==0 && right==1)
57
               ns = s3;
58
               else
59 🖨
               ns = s0;
60 🗀
               end
61 🖨
            s3 : begin
62
               ns = s0;
63 🖨
                end
64 😑
            s4 : begin
65 🗇
               if (left==1 && right==0)
66
               ns = s5;
67
               else
68 🖒
               ns = s0;
69 🖨
               end
70 🖨
            s5 : begin
71 🖯
               if (left==1 && right==0)
72
               ns = s6;
73
               else
74 😑
               ns = s0;
75 🖨
               end
76 🖯
            s6 : begin
77
               ns = s0;
78 🗀
                end
79 🖨
        endcase
80 🖨
         end
```

```
//output logic
always@(ps) begin
    case (ps)
        s0: begin
            1=3'b0000;
            r=3'b0000;
            end
        s1: 1[0] =1;
        s2: 1[1] =1;
        s3: 1[2] =1;
        s4: r[0] =1;
        s5: r[1] =1;
        s6: r[2] =1;
        default:begin
        1=3'b0000; r=3'b0000;
        end
  endcase
   end
```

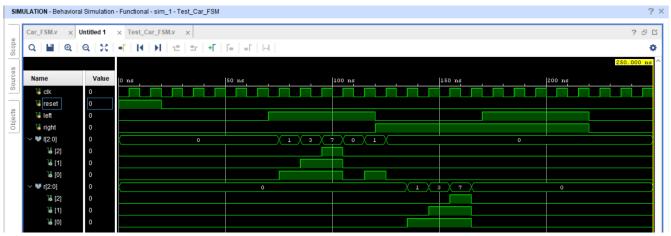
3. Write the test bench Test Car FSM.v and simulate your design to check the functionality.

**Question:** Paste the image of test bench verilog code Test\_Car\_FSM.v.

```
module Test_Car_FSM(
             );
             reg clk, reset, left, right;
             wire [2:0] 1, r;
             Car FSM al(clk, reset, left, right, 1, r);
             initial
       )
             begin
             clk =0;
       )
             repeat (50)
             #5 clk=~clk;
       1
             $finish;
       1
             end
       )
             initial
       )
             begin
             reset=1'b1; left=1'b0; right=1'b0;
             #20
             reset=1'b0;
             #50 left=l'bl;right=l'b0;
             #50 left=l'b0;right=l'b1;
             #50 left=l'bl;right=l'bl;
             #50 left=l'b0; right=l'b0;
       1
             end
       endmodule
Answer:
```

<u>Question</u>: Paste the image showing the simulated waveforms for FSM (Behavioral Simulation). Clearly show the LEFT turn and RIGHT turn Cases.

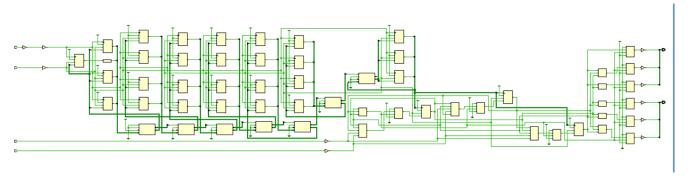
#### Answer:



- **4.** Add clock division code to Car\_FSM.v such that the actual input Clk (Y9 pin with frequency of 100MHz) is converted to Clock of frequency 2Hz (or 4Hz). This 2Hz (or 4Hz) signal is used as clock for running the FSM. Connect the new (2Hz or 4Hz)) clock as output of Car\_FSM.v for reference.
- 5. Plan your I/O mapping (using I/O planning option) such that actual input Clk is connected to internal clock pin Y9, Reset is connected to push button switch, other inputs (LEFT and RIGHT) are connected to DIP switches and outputs are connected to LEDs. In the ZedBoard, the pin numbers indicating the DIP switches, LEDs and internal clock are listed in table uploaded in CMS. Save the mapping information as Car\_FSM.xdc.
- 6. Synthesize (Run Synthesis).

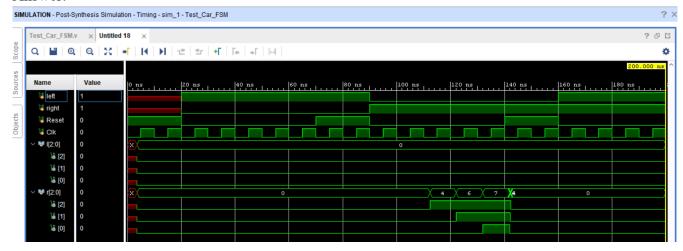
**Question:** Paste the image showing the schematic after synthesis.

## Answer:

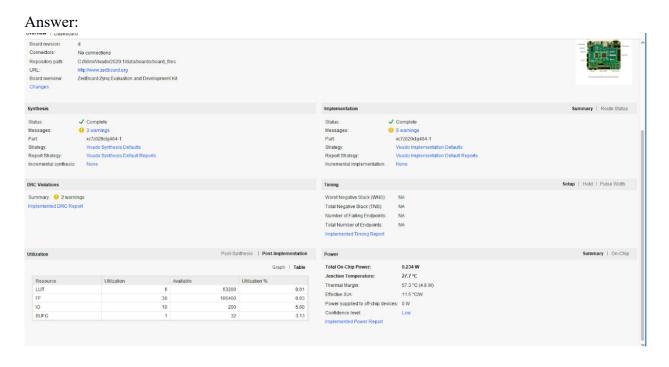


**Question:** Paste the image showing the Post-Synthesis Simulation for FSM.

#### Answer:

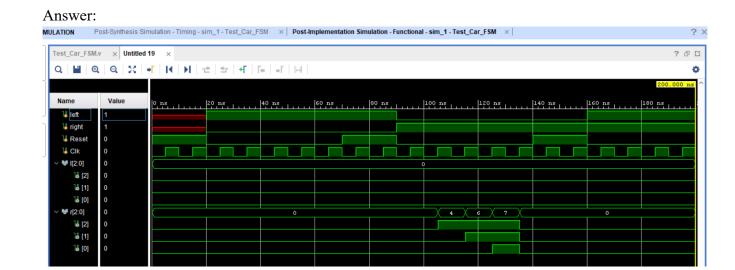


<u>Question</u>: Check the summary report and report hardware utilization for the FSM implementation.

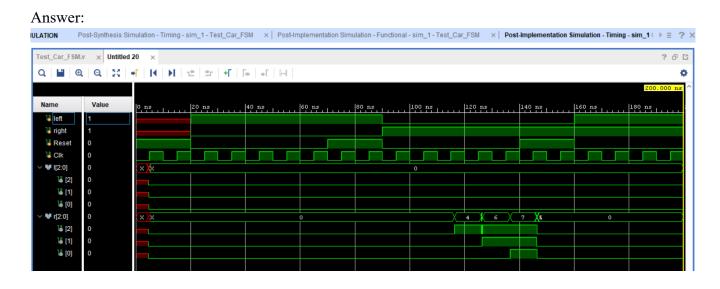


7. Implement the design (Run Implementation).

**Question:** Paste the image showing the Post-Implementation Simulation for FSM.



**Question:** Paste the image showing the Post-Implementation timing Simulation for FSM.



**Question:** Justify the difference between Post-Implementation and Post-Implementation timing Simulation waveforms.

Answer: Timing simulation is to verify whether the circuit will work at the required speed. Functional simulation is to verify the design of our circuit.

- 8. Generate Bitstream and port your design on to FPGA (Open Hardware Manager New Target 1... Program Device)
- 9. Check the output on FPGA.

- 10. Show the output to the instructor.
- 11. Submit following files as a Zipped folder with file name as <Student1\_ID\_No>\_<Student2\_ID\_No>.zip through CMS before due date.
  - 1) Completed Document
  - 2) Car\_FSM.v (with proper comments)
  - 3) Test\_Car\_FSM.v (with proper comments)
  - 4) Car\_FSM.xdc.